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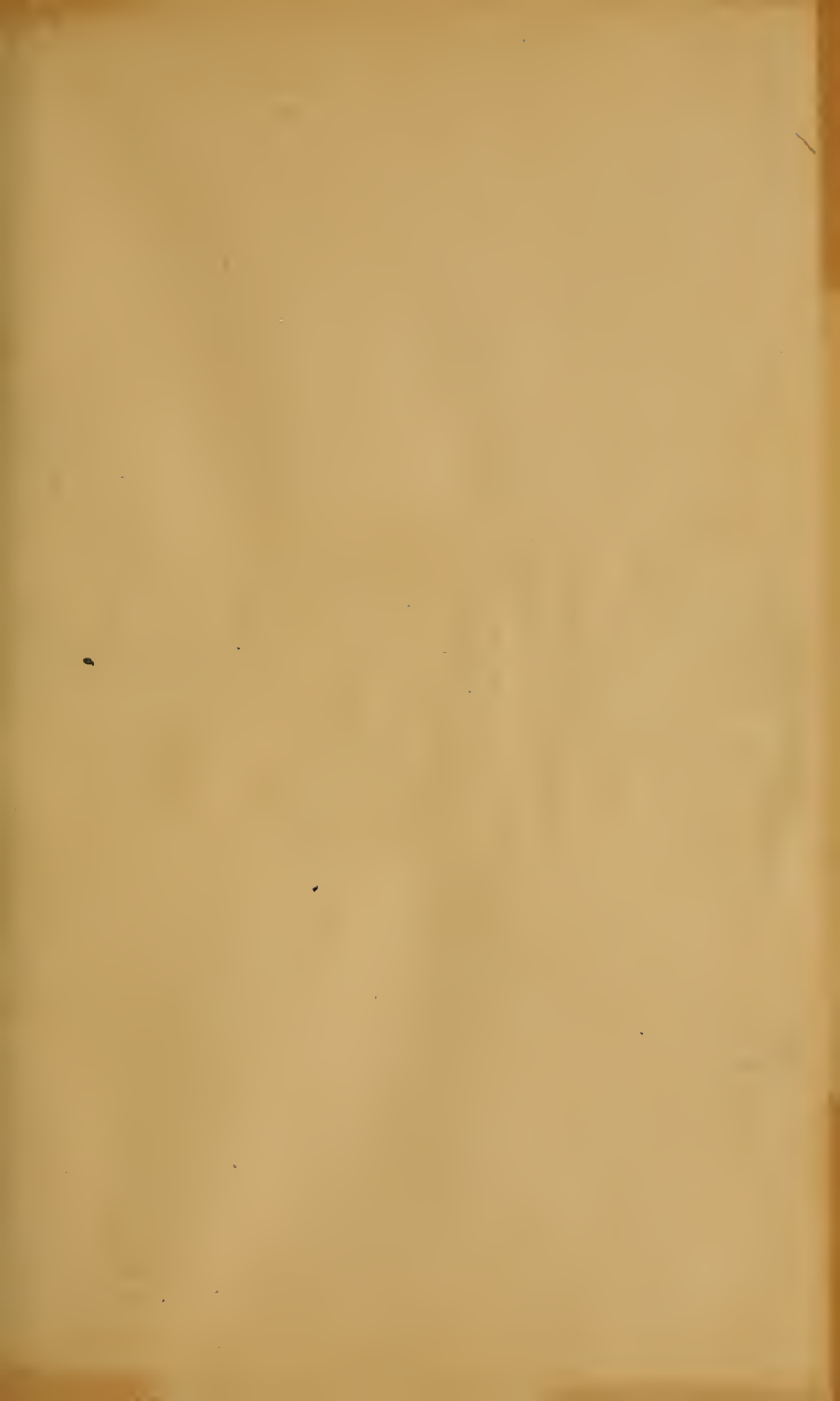
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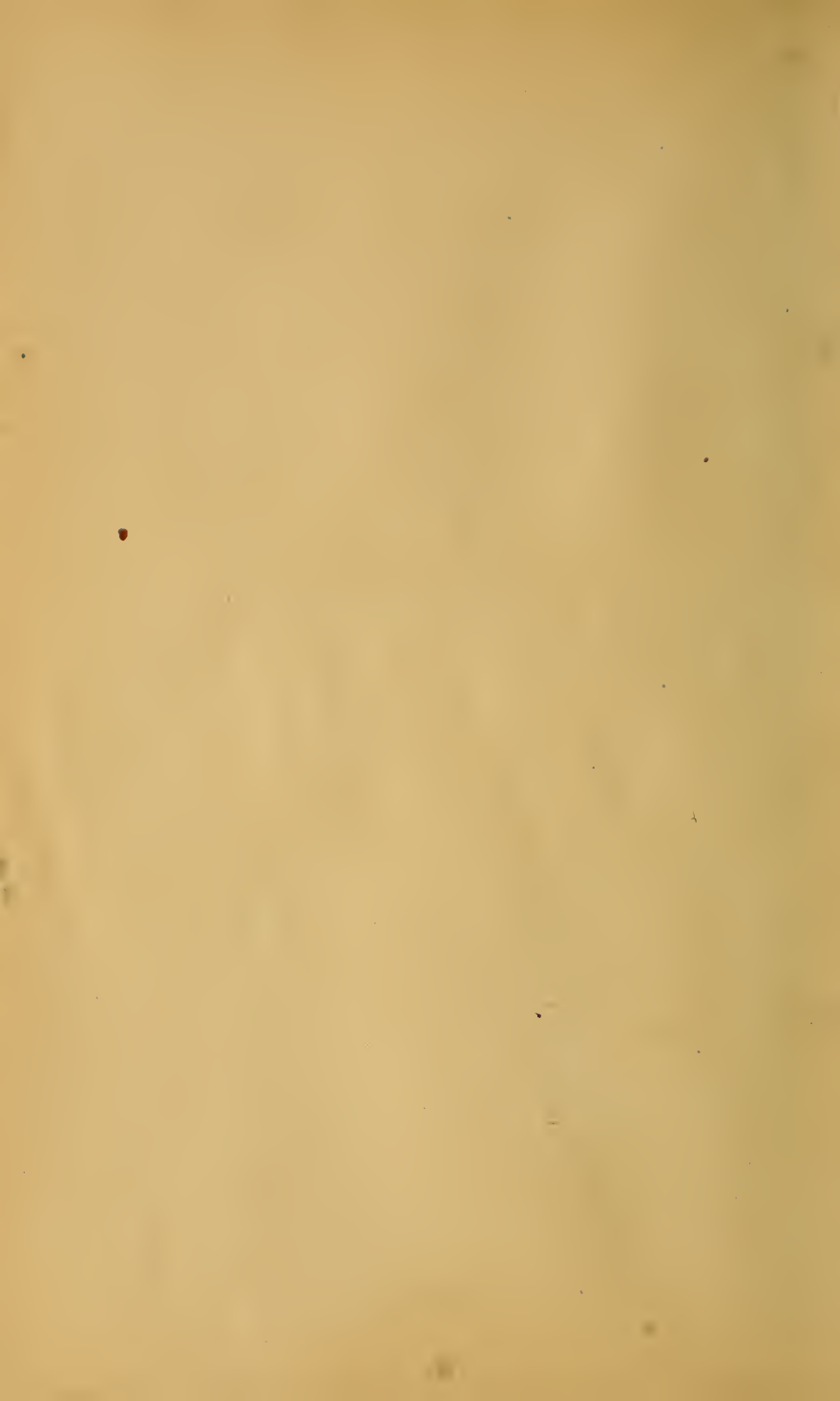
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UNITED STATES OF AMERICA.





RULES

FOR THE STANDARD

GAME OF CROQUET

AS ADOPTED BY

THE NATIONAL CROQUET LEAGUE.

PHILADELPHIA:

J. B. LIPPINCOTT & CO.

1880.

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RULES

FOR THE

STANDARD GAME OF CROQUET.

AS ADOPTED BY

THE NATIONAL CROQUET LEAGUE.

TOGETHER WITH ITS

CONSTITUTION, BY-LAWS, AND CODE OF GOVERNMENT OF
FRIENDLY CONTESTS.

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RULES

FOR THE

STANDARD GAME OF CROQUET.

INTRODUCTION.

DURING the past few years this game has grown rapidly in popularity, as also improved materially in its points of interest. It has withstood all competition as the most pleasing lawn sport and invigorating, health-giving exercise.

Successive efforts have been made in various parts of this country to have enacted a code of rules which shall be received as of authority, and which might represent the highest style of play.

The game has very naturally divided into two sorts, viz., the "loose" and the "tight" games. The peculiarities are marked and well defined, each style having its respective adherents.

The divergence is in the play, which is required to follow the *roquet* in the "loose" game, it being the *split* or (as formerly termed) the *roquet-croquet*; and in the "tight" game, it being the *croquet*. Some years ago both these plays were allowed or required in the same game, and left

optional with the player as to which of the two he would use in any specified play.

To determine something uniform, a large representation of players, in convention in Philadelphia, February 12, 1880, resolved themselves into a "National Croquet League" (see proceedings of Convention on succeeding pages), and adopted a code of rules, sanctioned not only by the large representation by delegation, but also by a still larger membership by correspondence.

The subject of implements was thoroughly reviewed, and some modifications made. The *wickets* were reduced in size, and required to be six inches between posts, and stand about ten inches out of the ground. They should be made of good steel wire, and if silver- or nickel-plated will be more easily preserved.

The *balls* have been reduced in diameter to three and three-eighths inches as the standard. The material was left optional, with most emphatic recommendation in favor of boxwood, though the Tenax (a patent ball of undoubted merit) and a properly vulcanized rubber ball were indorsed.

The *mallets* were left to the preference of each respective player. That form most largely adopted is with a head of seven or eight inches length by two and a half inches diameter of face, made of box or lignum-vitæ. Some recommended very earnestly bands of metal around the ends. The handles should be of hickory or good ash about twenty or twenty-two inches long.

The limits of the grounds were reduced to 72 feet by 36 feet, allowing of an increase of six (6) feet each way, where the grounds will admit of it.

Markers have been an essential in the equipment for a game. By their careful use the status of the game can be

seen at any time, thus avoiding questionings and the frequency of errors usually prevailing where the record cannot be seen.

The work thus far accomplished gives encouragement to believe it a very decided step towards a uniform and generally accepted code.

CONVENTION.

PHILADELPHIA, February 12, 1880.

In compliance with a circular invitation, issued to the various Croquet Clubs, eighteen representatives convened, and resolved themselves into a Convention to frame a code of rules for the game of Croquet. The convention organized by electing George W. Johnson, of the Lemon Hill Croquet Club, President, and David Evans, of the Pennsylvania Croquet Club, Secretary and Treasurer.

The Convention immediately proceeded to the consideration of the rules of the game, and unanimously adopted the following, as found hereafter.

In view of the desirability of a medium for future modifications, the Convention resolved itself into a permanent organization, to be known as The National Croquet League, and Messrs. Lewis W. Moore, of the West Philadelphia Croquet Club, Jos. T. Barnhurst, of the Philadelphia Croquet Club, and David Evans, of the Pennsylvania Croquet Club, were appointed a committee to draft a Constitution and By-Laws for its government.

The League then proceeded to the consideration and adoption of a *Code for the Government of Friendly Contests between Clubs of The National Croquet League.*

Adjourned to meet upon call of the President.

DAVID EVANS, *Secretary.*

Address, 427 Walnut Street.

PHILADELPHIA, March 4, 1880.

Upon call of the President, The National Croquet League convened this evening. President Johnson in the chair.

The Committee upon Constitution and By-Laws reported, which, with slight modifications, was adopted.

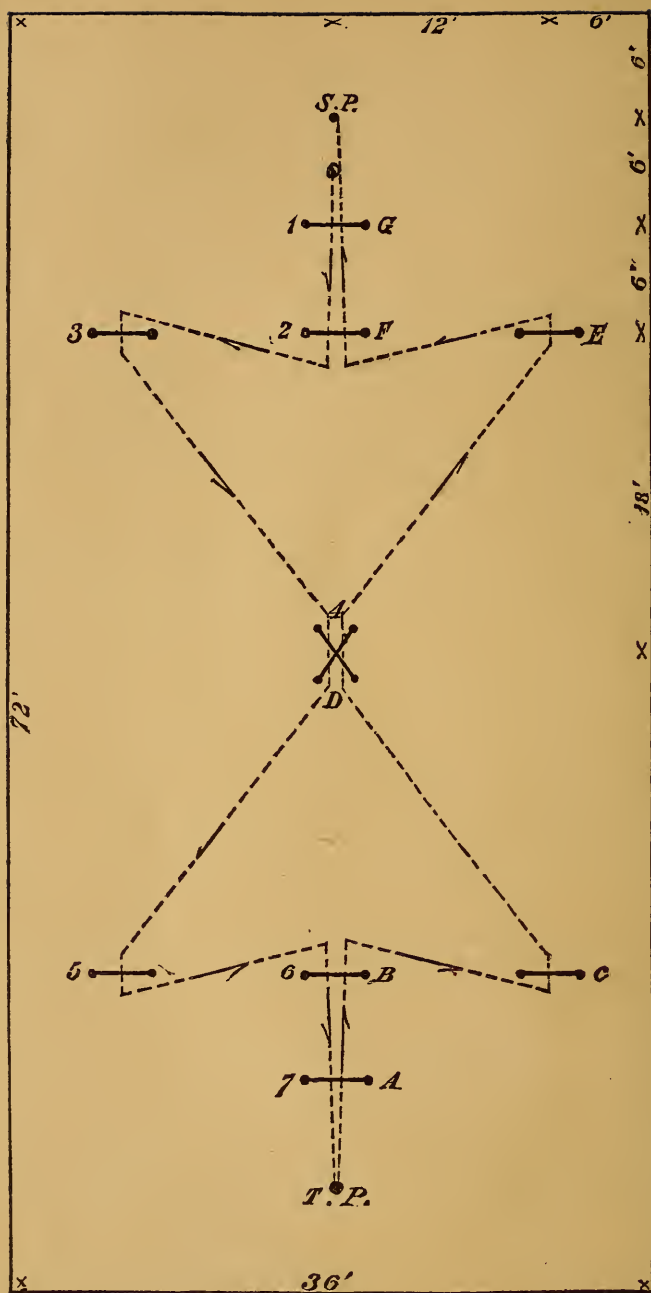
It was resolved that the rules of the game, as adopted in convention of the 12th ult., be and the same are hereby enacted as the standard for the government of clubs in this League.

Resolved, That the present officers act until the meeting in April, at which officers for the year will be elected, as provided in the Constitution.

Messrs. J. Milton Dorland, of the West Philadelphia Croquet Club, Jos. T. Barnhurst, of the Philadelphia Croquet Club, and David Evans, of the Pennsylvania Croquet Club, were appointed a committee with power to arrange for the publication of rules, etc.

Adjourned.

DAVID EVANS, *Secretary*.



RULES.

I.—THE GROUNDS.

The bounds should be 72 feet by 36 feet, and designated by string or small stakes. The posts and wickets should be placed as in the accompanying diagram or plan of the ground. The spaces should be specially observed or their proportions. Play should follow the *numbers* to the turning-post, and the *letters* from it.

NOTE.—The ground should be as near a dead level as it is possible to have it. The grass kept well cut, and the turf even by frequent rolling, which is most efficiently done after a rain or a sprinkling. In the diagram the approved mode of setting the basket is given. Where it is possible, the bounds may be increased three feet on each side.

II.—PLAYERS.

1. Four balls, played two on each side, are required for a game. Players may be added *ad infinitum*.

NOTE.—If there are not four players, a game may be arranged according to the genius of those at hand. A player may use two balls, provided they be of a side. The addition of more balls detracts from its interest.

2. The sides should be as evenly balanced as possible.

NOTE.—The recognized strongest or weakest players should choose their partners. The right of first choice may be decided

in many ways, but that commonly in vogue on the field is to place the ball under the first wicket, and strike for the starting-post. The one that lies nearest, when at rest, has the first choice.

3. The sides should be designated by some well understood device, and players of opposing sides should alternate.

NOTE.—*a.* The colors red, white, blue, and yellow have been largely adopted, the order being easily remembered, since the first three are the national colors. The red and blue shall constitute one side, and the white and yellow the other.

b. The players are now very commonly indicated by slight grooves turned in the balls,—one, two, three, and four grooves respectively. The odd numbers, one and three, shall constitute one side, and the even numbers, two and four, the other. These grooves must be very slight, or they will injure the ball.

c. Still another mode is the substitution of the domino dots for the grooves.

III.—IMPLEMENTS.

1. The arches or wickets should be six (6) inches between their posts, and stand about 10 inches out of the ground.

2. The balls should be of boxwood, or if of an artificial substance, so weighted as to be about of equal weight with those of boxwood. They must be a true sphere of $3\frac{3}{8}$ inches diameter.

3. The mallets may be such as suits the choice of each respective player.

4. Markers of some device should be provided, marked correspondingly with the respective balls, wherefrom the record of the game may at any time be seen.

IV.—POSITION.

1. To commence the game the balls take position consecutively on a line at a point midway from the starting-post to the centre of the first wicket.

2. A ball to be in position must be so far in front of the wicket, in the line of play, that the run can be made by a stroke of the mallet. It may be aided by a carom off the post of the wicket.

3. A ball under the wicket or in the basket is not in position.

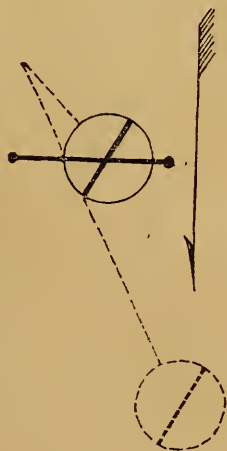
NOTE.—This is a digression from the play of former years, and undoubtedly adds to the difficulty of the game. A ball in process of running an arch, stopping under the wicket or in the basket, cannot be continued through, but must return to position.

4. A ball laid under the wicket for the purpose of splitting is not in position, no matter whence it has been taken.

5. If a ball lying in advance of a wicket is driven through it to position, and before resting it rolls in course and stops under the wicket, it is not in position.

6. If a ball has gained position by virtue of a roquet, and the ball upon which the roquet is made should during the attempt to execute a split, and before the delivery of the stroke, roll from its position, the ball must be replaced.

NOTE.—This has been objected to upon the ground that the player is bound by the roll of the ball. That may be so, and



is, where the position is sought by a blow of the mallet, but not where the position is already earned by the roquet. The player is entitled to and ought to play the ball from the position assumed when first at rest. Subsequent moving of the balls is but accidental. The right to replace should be equivalent to the replacement of a ball which has rolled from contact in the execution of a split *after* having been placed and *before* the delivery of the stroke.

V.—STRIKING.

1. A ball must be struck, and in no case pushed. The blow in every case must be with the face of the mallet.

NOTE.—There has been much controversy about the *push-shot*. It is difficult here to explain just what it is. It will at once appear to the careful observer. It must be borne in mind, however, that not all is push that has the appearance of it. It is palpable to the practised that a *follow-shot* may not be a push. By a clear sweep of the mallet, the ball, so soon as struck, leaves the mallet. In the event of a second contact, there would be distinctly discernible the second sound of concussion, which is not the case in the *follow-shot*; hence it is a legitimate play.

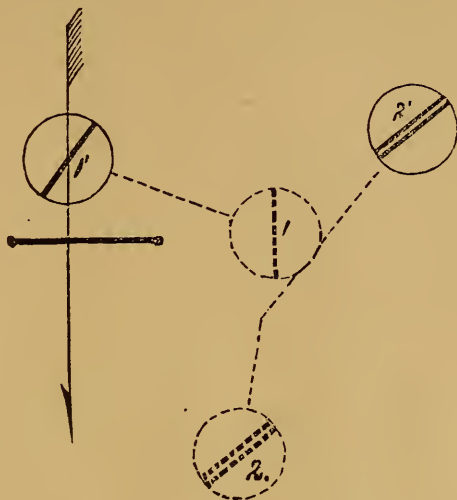
2. Whenever the ball moves, though but slightly, it being struck with the mallet in play, it must be considered a play.

3. Should two balls lie in contact,—in billiards said to be “frozen,”—one of which is to play, the player must use them as if just roquetted.

4. A ball may be *blocked*,—that is, the player may drive the playing ball, in roquet, so against the ball roquetted as to advance it any given distance,—from which position it may be dealt with as privileged by other rules.

NOTE.—This is a most delicate play, and may tell largely to

the advantage of such as can successfully employ it; it should be largely practised before attempting its use in a game upon which reputation is staked.



EXAMPLE.—In the diagram ball 2 is to play for position in front of the wicket. By roquetting ball 1 stoutly it is advanced to 1, from which position it may be dealt with as allowed by the rules. This play is called a *block*, in contradistinction to the ordinary roquet. It is a most popular stroke, but few use it successfully.

5. A ball may not be driven or settled into the ground to enable the jumping of wickets, dead balls, or obstacles of the grounds.

6. If a player strikes out of turn, and it is discovered during the play, the player must stop, the balls to remain where they rest, and all wickets made for self or partner during the play shall be forfeited; wickets made in course of the play for an opponent cannot be claimed.

7. If a player strikes out of turn, and it is discovered

during any subsequent play, the player having erred shall not forfeit the points made during such play.

8. If the turns have become disordered in play, and upon discovery it cannot be positively put upon any player, the order must be immediately righted and the play proceed.

9. If a player uses a wrong ball, and it is discovered, he forfeits further play for that turn.

10. A player continues his play so long as he advances by running a wicket in course, or roquets a ball according to the rules provided for that play.

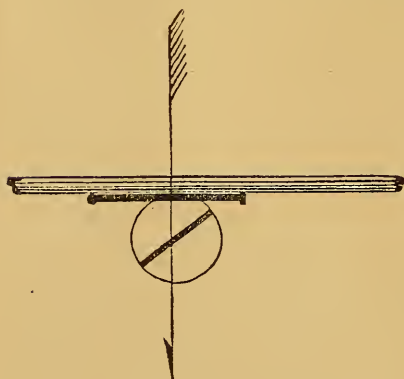
VI.—ADVANCING.

1. Numeral wickets must be run in direction from starting- to turning-post; lettered wickets from turning- to starting-post. Such running is termed "in course."

2. Wickets may be run by a stroke of the mallet, by roquet, or by splitting.

3. Wickets may be run two at a time, but such a play does not entitle to any additional advantage.

4. A wicket made in conjunction with, but subsequent to, a roquet, and from the one stroke of the mallet, cannot be taken as an advance, but must be run again.



NOTE.—The allowance of advantages for double plays—two wickets, a roquet and a wicket, or the like, made at once—might do for the encouragement of learners. Half

such double plays had best not be made at all. To offer a premium for such accidental play is to detract from the beauties of the game.

5. A wicket is run when the ball is so far through that it cannot be touched by a mallet handle laid across and against the two posts of the wicket upon the side whence the ball came.

6. If a ball running the wicket rolls back and rests under the wicket, it has not advanced; the wicket must be run again.

NOTE.—Questions of position can only be determined when the ball is at rest. In many instances it would be impossible to decide whether the ball, when it began to roll back, was through or not. The rule avoids discussion upon the subject.

7. If a ball lying in advance of a wicket is driven through it to position, and then, before resting, rolls back through the wicket in course, it has not advanced.

8. If a player runs a wrong wicket, and it is discovered, the play must be stopped, and all points made subsequent to the wrong play cancelled.

9. A ball struck against the turning-post in course acquires the same privileges as when it runs a wicket in course, and is said to have advanced.



VII.—ROQUET.

1. A ball roquets another when it comes in contact with it by a direct stroke of the mallet, or a carom from any

object of the ground other than a boundary, or from another ball.

2. A player having roquetted a ball must split it, provided that the playing-ball has not already, in this turn, roquetted that same ball since running a wicket.

NOTE.—Roquet upon a ball the second time in the one play before running a wicket is not to be allowed, the roquetted balls being dead to the playing-ball in the same play until an advance or wicket is made. To roquet a second time thus should forfeit further play, unless in running a wicket the roquetted ball might prove an obstacle, in which case the ball would be considered in the same light as any other obstacle. Also, would it be so considered where the roquetted ball should lie “frozen” with the playing-ball, or so as to prevent the playing-ball from securing position or lying near a partner?

3. A player is at liberty at any time of play to roquet any ball on the field, having regard to the preceding rule.

4. In the event of a wicket being run at the time of, and subsequent to, a roquet, and from the same stroke of the mallet, the roquet must be played without regard to the wicket run, and the advance made again.

5. A player roquetting several balls with one stroke of the mallet is said to ricochet, but the first ball struck is the only one that can be used.

NOTE.—Formerly the balls were played in the order of contact.

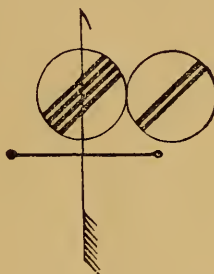
6. A ball is not roquetted, though struck by a ball advancing, unless the space between the ball struck and the arch be equal to the diameter of the ball, or unless the roquetting ball is in such position at the time of contact as to be through the wicket advanced.

NOTE.—From the diagram No. 1 it is quite evident that though the number *one* ball is roquetted by the *three* ball, the *three* ball, being in the act of advancing, has not completed the play until the wicket be passed ; hence, the contact being prior, the roquet cannot be taken, but if desirable the ball must be struck a second time. It is quite plain that if the *one* ball was in advance of the wicket a distance equal to the diameter of the ball, the *three* ball would necessarily have passed the wicket.

No. 1.



No. 2.



However, it must be observed from diagram No. 2 that the *two* ball may be roquetted from the peculiar position it occupies, though but a short distance in advance of the wicket, the *four* ball being entirely through the wicket at or before the contact, and hence has roquetted, and must proceed to play the split.

VIII.—SPLITTING.

1. Splitting is consequent upon the roquet, and must follow it, being necessary to the completion of the play of roquet.

NOTE.—The term *splitting*, as used here, is a substitution for the old and awkward “roquet-roquet,” and has been adopted as more fitting and as better indicating the character of the play.

2. The split is played by the roquetting ball being laid

aside the one roquetted, and the stroke delivered upon the roquetting ball so as to move both balls.

NOTE.—Absolute contact is not to be insisted upon, though the rule certainly requires they shall be as nearly so as is practicable.

3. If the roquetted ball is not moved in the execution of the split there is a failure, and further play in that turn is forfeited.

4. If there is a difference of opinion as to whether the roquetted ball did or did not move in the execution of the split, it shall (as all other questions in dispute) be determined by the majority of the players, unless there be an umpire for such purposes.

5. A ball may be split either through its own wicket or upon the turning or starting-post when in course, in any of which cases the ball has advanced.

6. In splitting, the ball roquetted must not be moved, prior to the delivery of the mallet stroke, except by permission. If it should roll, it must be replaced, as the roll was presumably caused by the placing of the balls.

7. In splitting, the playing ball must not be pounded or settled into the ground to enable it to retain its position while the roquetted ball is struck off.

IX.—DEAD BALLS. `

1. At the commencement of a game, if the ball of a player fails to run the first wicket, said ball is not to be considered dead to the other or succeeding balls, but may be played upon and used as in any other stage of the game; that is, it may be immediately roquetted by the succeeding or other ball, and even without said succeeding or other ball having run the first wicket. From the placing of a

ball upon the starting-point it may play any point of the game.

NOTE.—From some reason crudely defined it has heretofore been customary to make a distinction between the first wicket and any other by calling a ball which has failed to run it a *booby*, and allowing it extra privileges or imposing upon it some penalties. Two methods of play have been most common—the one allowing the *booby* to be immediately picked up and played from the starting-point at the next turn; the other, allowing the *booby* to remain on the ground, but forbidding all use of it by roquet.

In the first case the *booby* has an advantage, since by playing *booby* intentionally the first player may lose his turn, and thus come in last instead of first, which may be desirable to a good player. Now suppose that all the players should have the same preference, by continually playing *booby* the game would never commence.

In the second case the *booby* has a disadvantage if out of position, when it would require two plays to make the wicket. If in position, it would prove an obstacle to succeeding balls in their play for the wicket, thus giving it a great advantage. There seems to be no reason why any difference should be made respecting this particular play, unless there was a difficulty in the application of the general rules. As there seems to be no difficulty of the kind, there certainly is no reason in the practice of the *booby*, in either of its phases.

2. A ball split upon is dead to the roquetting ball during a turn until an advance is made by the roquetting ball.

3. A ball split upon by a rover is dead to that rover during that turn.

4. Play upon a dead ball works forfeiture of further play for that turn, except the dead ball be an obstacle in the line of play, and the opposite side is given notice of the fact.

X.—ROVERS.

1. A ball having accomplished the run of all the wickets "in course" is a rover.

2. A rover has no privileges not accorded to any other ball, and since there are no wickets to be made, is entitled to but one roquet upon each ball during a turn.

3. Rovers must be continued in the game until partners become rovers, and go out successively.

NOTE.—Opponents cannot put each other out. The old play of splitting a rover out and leaving the remaining partner to finish the game alone has been abolished as being too one-sided. Under this rule when a roquet is made by a rover, and the playing ball glances and strikes the starting-post, it is *not out*. If in roquetting a partner who is a rover, the partner is driven against the starting-post, it is *not out*. In order to terminate the game the balls of the partners must go out together: that is to say, the first ball out must be immediately followed by the other before any intervening strokes are taken.

XI.—PLACEMENTS.

1. A ball accidentally displaced must be by the owner of the ball immediately returned to the place where it was lying before play proceeds.

2. A ball driven beyond the boundary line must be placed at once, and before play proceed, at the point where it crossed the line, and played from thence; though no ball thus placed should be blocked, and if blocked must be replaced for splitting.

NOTE.—Some players object to this placement, and prefer that the ball should be brought in to a point on the line nearest the place where it rested. Others prefer that it should be brought to the line at an equal distance from the point of

crossing with that to which it rested, except where the distance is greater than six feet.

3. If a ball is driven for a roquet upon a ball located upon the boundary line and fails to strike, but jumps over the ball and passes beyond, it shall be placed immediately in front of and in contact with the first located ball, and shall be dealt with as if it were actually upon the line.

4. If a ball is interrupted accidentally during its passage, the play shall be taken over.

5. A dead ball struck and moved shall be replaced by its owner.

XII.—RECORDING.

1. A player must move his marker as he advances. A failure so to record the state of his game before his partner plays shall work a forfeiture of points advanced, and play must be continued from the wicket upon which the marker rests.

2. The marker should be so placed as to indicate the wicket to be advanced next.

XIII.—THE END.

When the balls of one side have accomplished the advances "in course," and struck the starting-post, the game is won.

CONSTITUTION.

ARTICLE I.

This Association shall be styled "The National Croquet League," with headquarters in the City of Philadelphia, State of Pennsylvania, United States.

ARTICLE II.

The object of this League shall be the fostering, improving, and popularizing the game of Croquet, and the securing of a uniform code of rules acceptable to players of the game throughout the country.

ARTICLE III.

SEC. 1. Membership in the League shall be granted to all clubs who may signify by resolution their desire for such membership.

SEC. 2. Representation in the League shall be of two kinds, viz., by delegation and by correspondence.

a. Delegations may consist of three representatives from each of the respective clubs, members of the League; and each club so represented shall be entitled to three votes.

b. Correspondence shall be by the Secretaries of the respective clubs, and they shall be entitled to record three votes, by resolution of the club, upon any question submitted for determination.

SEC. 3. All questions affecting the rules of the game shall be determined by a vote of the membership clubs, upon statement to them by circular letter, and the vote returned to the Secretary of the League, specifying the number of individuals voting and the majority and minority count.

ARTICLE IV.

The officers of the League shall be a President, Vice-President, Secretary, and Treasurer, whose duties shall be those usually appertaining to these offices: and an Executive Committee, to be comprised of one representative from each club, members of the League, sufficiently near to Philadelphia to meet regularly at the sessions of the committee; which committee shall have absolute authority upon all questions of business, the assessment and expenditure of all moneys, as also the preparation of business to be transacted at the annual session of the League.

ARTICLE V.

SEC. 1. The League shall hold an annual session, commencing upon the second Monday in April, at such time and place as may be designated by the Executive Committee.

SEC. 2. The Executive Committee shall hold its sessions on the first Monday evening of each month, as arranged by said committee.

SEC. 3. The President may call the Executive Committee to special session, and the Executive Committee may convene the League in special session. One week's notice shall be given in the first case, and one month's notice in the latter.

ARTICLE VI.

All rules of the game when once adopted by a majority of the clubs members of this League, shall be accepted and be binding upon all other clubs members hereto.

ARTICLE VII.

This Constitution may be amended by a vote of two-thirds majority of the members of the League at any annual session.

BY-LAWS.

LAW 1. At any meeting of the League five clubs represented shall constitute a quorum.

LAW 2. Each club elected to membership in this League shall be subject to a pro-rata assessment to defray the expenses of this League; and all clubs being three months in arrears, the Executive Committee shall be empowered to suspend.

LAW 3. At each annual meeting the members constituting the Executive Committee shall be designated, and subsequent changes shall be upon notice from the officers of the respective clubs.

LAW 4. The election of officers for the League shall be annually at its session in April, by ballot, and a majority vote shall be required to elect to any office.

LAW 5. *a.* The officers of the League shall be ex-officio members of the Executive Committee, but shall have no vote.

b. The Secretary of the League shall be Secretary of the Executive Committee.

c. The Executive Committee shall be entitled to seats ex-officio in the League, and entitled to the floor in debate, but no vote except through their respective club delegations.

LAW 6. Each club in this League shall be entitled to one vote upon any question submitted. In the election of officers each delegate shall have a ballot.

LAW 7. No expense shall be incurred by the Executive Committee other than for printing, stationery, and postage, except the immediate and necessary expenses of the annual sessions.

LAW 8. The Executive Committee shall receive and may determine appeals from clubs members hereof, and if deemed

best may state the appeal for vote, and submit it by circular for ballot.

LAW 9. The following shall be the order of business :

1. Roll of Delegates.
2. Reading of Minutes.
3. Report of Officers.
4. Report of Executive Committee.
5. Report of Special Committees.
6. Unfinished Business.
7. New Business.
8. Election of Officers.
9. Adjournment.

LAW 10. These By-Laws may be amended at any annual session by a two-thirds majority vote of members.

CODE

FOR THE

GOVERNMENT OF FRIENDLY CONTESTS BETWEEN CLUBS OF THE "NATIONAL CROQUET LEAGUE."

1. Invitations to *friendly contests* shall be communicated in writing, over the signature of the Secretary, and shall set forth the resolution of the club or Executive Committee authorizing it.

2. Clubs receiving such invitation shall, through their authorized committee, take cognizance of it as early as convenient, and communicate the result to the club from whom it was received. An acceptance shall state explicitly the time and place, and nominate three eligible members of near clubs connected with this League to act as umpire upon the occasion.

3. Nine games shall constitute a friendly contest.

4. The time being fixed, and either party failing to report for play within thirty (30) minutes subsequent to such time, unless a reason satisfactory to the umpire is furnished on or before the day following, the games specified for that day may be claimed by the party "on time," and shall be so awarded by the umpire.

5. The umpire shall be selected by the inviting club from the three nominated by the club invited, if one of them can be had to serve. If not, the invited club shall nominate from among the members of near clubs in this League by threes until an umpire shall be found.

6. The time for the playing of friendly contests shall be

limited to the season between June 1st and October 31st annually.

7. No individual, having played in a friendly contest, and subsequently changing his membership, shall be eligible in the same season to represent a second club in such a contest.

8. No individual, a member in two or more clubs, can represent in any season other than the club as whose representative he first played.

9. The honor contended for shall be a local championship, and shall be determined by the greatest number of contests won among the clubs of the respective localities, members in this League.

10. No game or contest shall be played in which a stake or forfeit is laid.

11. Any club desiring to contend for a local championship shall hold itself ready to play any or all of the membership of the League.

12. The result of any contest shall be forwarded by the umpire to the Secretary of the League for record.

13. To purge the croquet-field of objectionable characters, it shall be comity for clubs dropping such from their roll of membership for immoral practices or unbecoming actions, to notify neighboring clubs, members of this League, of such action.



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" 2. Four-Ball Professional Set. Long Mallets and short Handles, varnish finish.....	1.50

EACH

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- This set is better in every respect than No. 1, and we submit it as a very serviceable set.
- No. 3.—Four Bats, superior in finish to those in No. 2; with superior Poles; three plain, three covered Balls. All complete, in a polished box..... 25.00
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- This is the cheapest set to buy.
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- No. 6.—Club Set. Four of our very best Match Bats; twelve Balls, covered with felt, regulation; Tennis Net, either 33 or 36 x 5; Badminton Net, with ornamental tassels; portable Poles, with silver connecting ferrules; mahogany Racket Press for straightening the Rackets; mounted in brass, for holding four Bats; eight loaded Shuttlecocks for playing the game of Badminton. All complete in a fine highly polished oak box, mounted in polished brass..... 50.00

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No. 1.	Lawn Tennis Balls,	$2\frac{1}{4}$ in diameter.....		\$2.00
" 2.	"	" $2\frac{3}{8}$ " regulation English.....		3.00
" 3.	"	" cloth covered, $2\frac{1}{4}$		4.00
" 4.	"	" " $2\frac{3}{8}$		5.00
" 5.	"	" " canvas.....		5.00
" 6.	"	" " chamois.....		5.00
" 7.	"	" " felt, $2\frac{3}{8}$, regulation English...		6.00
" 8.	"	" " silk, fancily crocheted.....		6.60

For ordinary use and wet weather we recommend the No. 2 Ball. For matches and scientific games No. 7 is required.

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All made by experienced English workmen, and by men that know how to play the game as well as to make the materials.

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No. 0.	With wood or kid handles, strung, with good stout gut.....	\$2.00
" 1.	" " " " " fine stout gut.....	3.00
" 2.	With lamb gut, finely finished.....	4.00
" 3.	With gut, finely finished.....	5.75
" 4.	With lamb gut, cedar handles or cane handles that will not blister the hands when in use.....	6.00
" 5.	Regulation celebrated Scotch Bats, played by Scotch champions...	6.25
" 6.	Cork Handle Bats, preventing hands from slipping.....	6.50
" 7.	Gibraltar Bat, double string, enabling twist and cut service.....	8.00
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In ordering for clubs be careful not to order any low-priced English Bats.

		EACH.
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" " " No. 2, St. James.....		3.00
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" " " No. 4, Henry V.....		5.00
" " " No. 5, Alexandra.....		5.75
" " " No. 6, Jeffries' Match Bat.....		5.75
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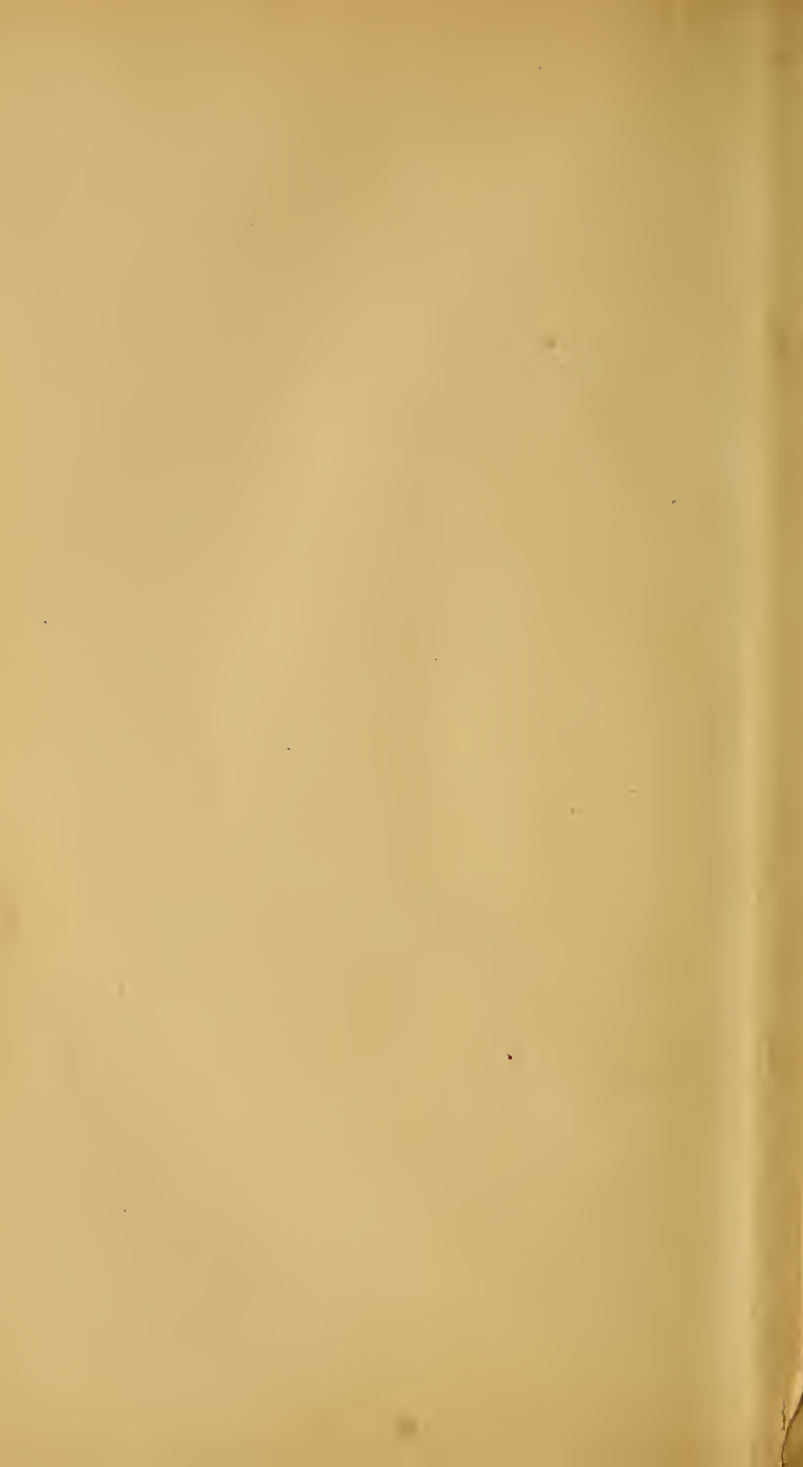
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